

SECRET IDENTITY

Name *Jay LeBeau*
 Occupation *Criminal* Income *10k x 1000* Sex *M* Age *35*
 Origin/Power Source *Human experimentation*

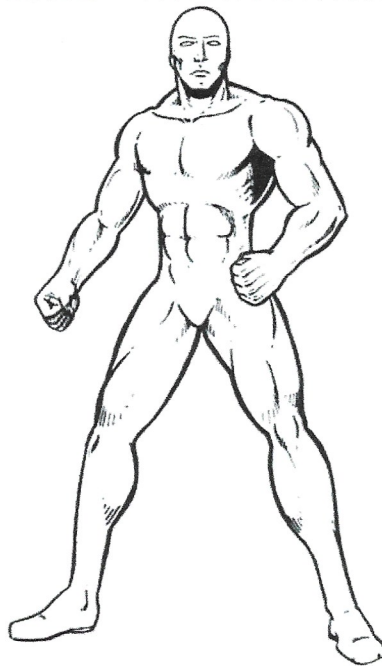
PLAYER *R&N*

SUPERWORLD

Hero Name *INTRUDER*

CHARACTERISTICS

	Rolled	Super	Total	Characteristic	Rolls	MOVEMENT RATES
						Base/MR Total AR E. Use
STR	12	+	(...x3) =			Walk (12m)
CON	8	+	(...x1) =			Run (24m)
SIZ	12	+	(...x3) =			Climb (3m)
INT	16	+	(16/3) = 21	Idea		Leap
POW	18	+	(18/3) = 24	Luck		Swim (10m)
DEX	15	+	(...x1) =	Agility		
APP	10	+	(.../2) =			



SKILLS

Acrobatics (5%)	...	Fine Manip. (5%)	...	Persuade (5%)	...
Balance (5%)	...	First Aid (25%)	...	Science (0%)	...
Climb (55%)	...	Language (0%)
Craft (5%)	Spot Hidden (25%)	...
	Hide (25%)	...
	Streetwise (10%)	...
Criminology (5%)	...	Jump (45%)	...	Swim (25%)	...
Disguise (5%)	...	Knowledge (INT x 4%)
Dodge (1/2 DEX)	...	Listen (45%)
Drive Vehicle (25%)	...	Move Quietly (25%)
Fast Talk (5%)	...	Observation (0%)

DEFENSE

ACTION RANKS

PROTECTION

COMBAT SKILLS & WEAPONS

Weapon	Attack	Damage	Parry	Range	E. Cost
Fist (50%)					
Grapple (25%)					
Kick (25%)					
Smash (25%)					
Throw (45%)					

	Force Field	Absorption	Armor	Resistance
Kinetic				
Electric				
Radiation				

ENERGY Recharge per round ...

Personal + Energy Supply

HERO POINTS

Characteristics *91*
 Power D/H *55*
 Experience *18*
 Total *146*
 Unused Points
 Exp. Roll = Total
 Hero Pts./2 *73*

HIT POINTS

Permanent Damage

NOTES AND EQUIPMENT

Incredible secret base

SUPERPOWERS/SKILLS

Level E. Use Cost

POWER DISADVANTAGES/HANDICAPS

Bonus

Hypnosis	9	27	27
Mind Control	18	24	24
Emotion Control	8	24	24
Analyze	4	4	12
Mind Blocks	10	10	10
Empathy	3	9	9
Danger Sense	18	0	18
Fortuna	10	0	10
Super Power	+6	+6	15
Super Intelligence	+5	+5	15

Psychosocial problem	5
Physical disability	5
Personal problem: Enemies	30
Personal problem: loved ones	10
Permanently powered	5

Cost Total *164*

Bonus Total *55*